Thesis outline Yu-Ching,Chiang 16112020

I. Introduction (approx. 1000 words)

1. Background

In terms of adapting myself to the new methodology, in this first half-year, I tried hard to integrate design methodology and artistic creative practice. Design thinking is already firmly rooted in my mine. In the past ten years, I practiced this way of thinking on academic discipline and the professional design project as an architectural designer. At present, it seems that solution-oriented creative design methodology is quite efficient. Due to the fact that it can quickly find out the method and rapidly produce the target object in the early stage of creation. However, I found there is a lack of emotional connection and sensation (a sense of touching someone's heart) in the later stage of development. Currently, I am still in the process of finding relevance closer to the heart.

In addition to the transition of working methodology above, the practical part of my integrative, technical research focuses on the human perception and self-awareness of the man-machine relationship of computing interface, mechanical, and chemical phenomenon. More precisely, the hidden relationship that subconsciously embeds in daily life. For example, recently, the face mask effect is going viral on social media such as Snapchat. From time to time, We use a special effect to make up our appearance. In this sense, we change and replicate our identity subconsciously and conveniently. Sometimes, it is enjoyable to change appearance on social media but I felt I am lost in this diverse world. I wonder what is the real me in the time I go online? In order to understand this, I want to understand where I am in the relationship between digital and reality. I add emotional factors to the relationship between man and machine to enhance the sensory and emotional interaction between machine and man. Furthermore, I study various man-machine relationships. A machine with human emotions, a machine with human activities, a machine as our companion, a machine as an interlocutor, and scope for creating a new sense of vision and hearing. And using mobile phones and video calls as a medium to explore the timeline of the timeline that blends time and space under the telepresence technology.

Reflecting on my practice, in my subconsciousness, I constantly increase or emphasize the emotional connection in the human-computer relationship. This made me realize that I was actually looking for the missing human connection. This year, I will focus on the impact of the communication technology space on people and follow the methodology of last year.

I am a person who is dominated by contemporary digital technology but also wants to control it. In my experience, my perception of place and time is bewildered by the immediate connectivity of modern telepresence technology. While I am doing a video chat, I often don't know where I am, how to get along with others and express emotions with people on the other end of the screen. In modern times, I can hang out with remote lover by the connectivity from the advanced telepresence technology. However, the actual physical distance still exists. In this sense, we still can't live in the same city, we still can't touch each other, and our actions after disconnection from the internet are still limited. For example, we still can't meet in the same supermarket and watch the same clouds after we are offline. This feeling of partially connected but partially out of touch always troubles me, and there seems to be something missing or mutated in it.

1.2Thesis format:

A practical report that can sort out the logic of my art-making methodology,
supplemented by the analysis of the corresponding artist theories and references to reflect on my creative process
which intends to explore and emphasize the missing human connection due to the impact of the immediate connectivity of modern telepresence technology.

2. Thesis Statement

Affected by the telepresence technology, in contemporary society, we frequently use Internet communication to eliminate geographical restrictions, but in the meantime, it seems to lack real human emotional interaction. I intend to develop a creative language in the sector of video installation in order to heal my disrupted feeling of displacement and eventually, acknowledge people to reflect on their own emotional feelings with others in this contemporary communication relationship. And ask: What role does the Place play in contemporary interpersonal telecommunication?

II. Body of Thesis (approx. 6000 words)

Part01: The reason why I choose to combine video art and architecture (a combination of my design background
        and art practice, and last year's case analysis) (approx. 1500 words)

        1.the doubt about my design practice
        2.reflection on my own prototyping
        3.refer to the big context/ sub-conclusion

Part02: Space and Place (approx. 1500 words)

        1.Historical changes in the communication space
        2. Case study: Architectural space in discussion with interpersonal telecommunication.
        3.sub-conclusion

Part03: The technique of video art, and the video art that address the discussion of human emotion in history
        (approx. 1500 words)

        1.The case that creates illusion and juxtapose timeline
        2.The case that debate communication relationship
        3.The case that removes geographical barriers
        4.The case that integrate with telepresence technology
        5.sub-conclusion

Part04: Self-verification and case analysis (approx. 1500 words)
        1.The cross examination and elaboration of last year's experiment and the contemporary video art spectrum.
        2.sub-conclusion

III. Conclusion (500-1000 words)
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IV.References
Mike Nelson, The Coral Reef, 2000
KOKI TANAKA, How to live together, 2017
https://vimeopro.com/kktnk/ps7
Dan Graham, Two Viewing Room, 1975
Barbara London, Video Art The First Fifty Years, 2020